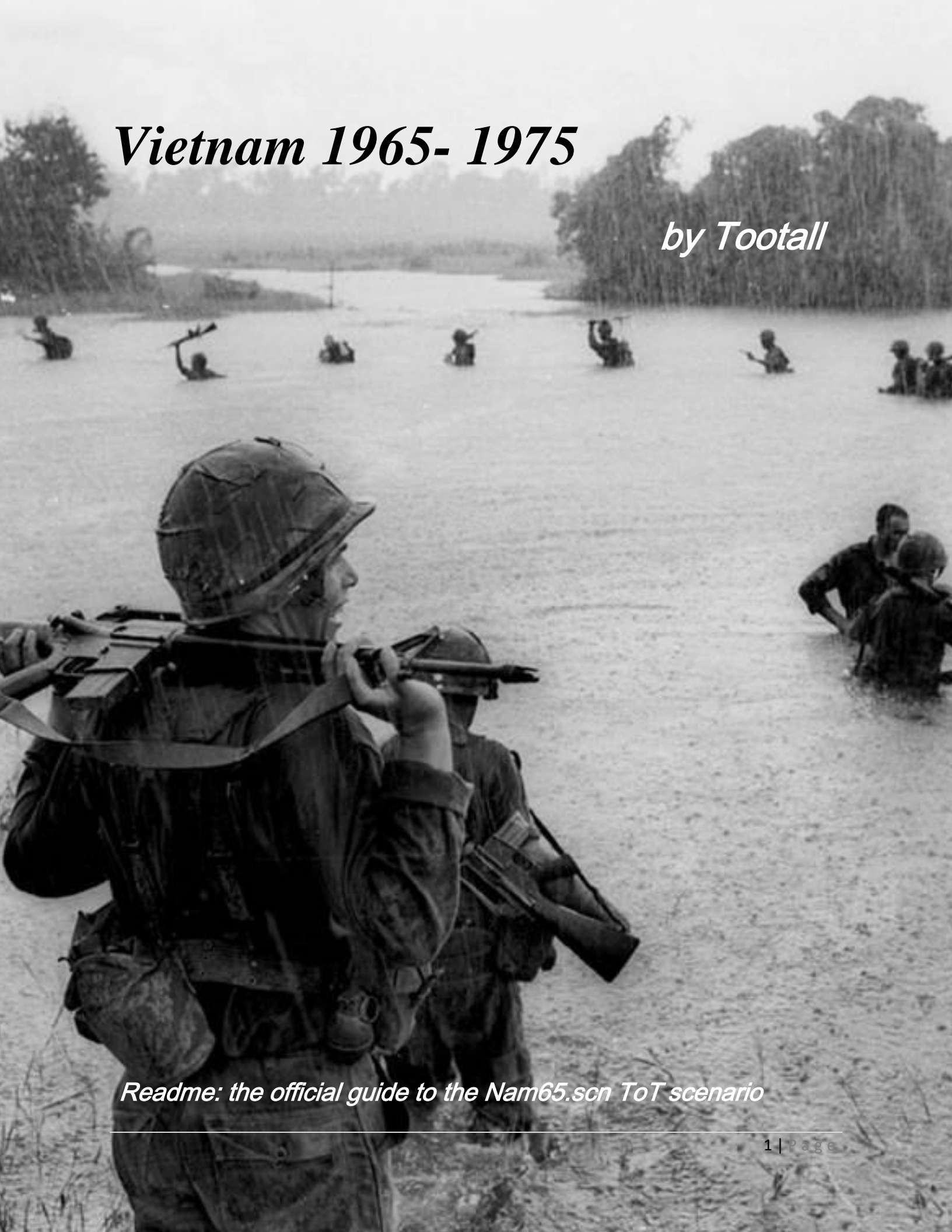


# *Vietnam 1965- 1975*

*by Tootall*



*Readme: the official guide to the Nam65.scn ToT scenario*

## ***The Geneva Accords – the stage is set for the Second Indochina War***

The Geneva Agreements of 1954 (also, "Geneva Accords") arranged a settlement which brought about an end to the First Indochina War. A ceasefire was signed and France agreed to withdraw its troops from the region. French Indochina was split into three countries: Laos, Cambodia, and Vietnam.



*Viet Minh soldiers surrounding the French forces during the battle of Dien Bien Phu, 1954*

Vietnam was to be temporarily divided along the 17th Parallel until elections could be held to unite the country. These elections were never held; following repeated refusals to hold nationwide elections by Ngo Dinh Diem and his declaration of leadership of a new state, South Vietnam, the Vietminh established a communist state in the North led by Ho Chi Minh.

The US gave Diem considerable support in the form of financial aid; due to the corruption evident in his regime, and the question of the depth of support for him in Vietnam, there was a certain amount of reluctance in doing so.

The Geneva Conference was attended by representatives of

Cambodia, North Vietnam, the Associated State of Vietnam (the predecessor of the Republic of Vietnam, or South Vietnam), Laos, the People's Republic of China, the Soviet Union, France, Britain and the United States.

One goal of the conference was to restore a lasting peace in Indochina. On July 21, 1954, the conference reached an agreement calling for a cessation of hostilities in Indochina. With respect to Cambodia, the agreement stipulated that all Viet Minh military forces be withdrawn within ninety days and that Cambodian resistance forces be demobilized within thirty days.



*Mao Zedong meeting with Ho Chi Minh in Beijing, early 1959. China will send an estimated 300,000 technical personnel and troops to help maintain North Vietnamese supply lines and air defenses between 1963-71.*

In exchange for the withdrawal of Viet Minh forces, the communist representatives in Geneva wanted full neutrality for Cambodia and for Laos that would prevent the basing of United States military forces in these countries. On the eve of the conference's conclusion, however, the Cambodian representative, Sam Sary, insisted that, if Cambodia

were to be genuinely independent, it must not be prohibited from seeking whatever military assistance it desired (Cambodia had earlier appealed to the U.S. for military aid).



*President Dwight Eisenhower meets with President Ngo Dinh Diem of South Vietnam at National Airport, May 9 1957*

The conference accepted this point over North Vietnam's strenuous objections. In the final agreement, Cambodia accepted a watered-down neutrality, vowing not to join any military alliance "not in conformity with the principles of the Charter of the United Nations" or to allow the basing of foreign military forces on its territory "as long as its security is not threatened."

In July 1955, Ngô Đình Diệm, the South Vietnamese Prime Minister, announced in a broadcast that South Vietnam would not participate in the elections specified in the Geneva accords. As Saigon's delegation did not sign the Geneva accords, it was not bound by it.



Diệm held a referendum on 23 October 1955 to determine the future of the country. He asked voters to approve a republic. The poll was supervised by his younger brother, Ngô Đình Nhu. Diệm was credited with 98 percent of the votes.

His American advisors had recommended a more modest winning margin of "60 to 70 percent." Diệm, however, viewed the election as a test of authority. On 26 October 1955, Diệm declared himself the president of the newly proclaimed Republic of Vietnam. The French, who needed troops to fight in Algeria, completely withdrew from Vietnam by April 1956.



*Whether they supported the government or not, South Vietnamese citizens were often caught in the middle of the conflict.*

Diệm attempted to stabilize South Vietnam by defending against Viet Cong activities. He launched an anti-communist denunciation campaign (To Cong) against remnants of the communist Viet Cong. He acted against criminal factions by launching military campaigns against three powerful main sects. Throughout this period, the level of U.S. aid and political support increased.

But Diệm's government growing military defeats against the Viet Cong and its repressions against Buddhists led to a loss of support among the populace as well as among Diệm's support in the Kennedy administration in the U.S. Diệm was overthrown in a coup on 2 November 1963 with the tacit approval of the U.S.

Diệm's removal and assassination set off a period of political instability and declining legitimacy of the Saigon government. General Dương Văn Minh became president, but after only three months, he was ousted in January 1964 by General Nguyễn Khánh.



*North and South Vietnam each consist of 4 major regions; Northeast, Northwest, North Central Coast and Red River Delta for the Democratic Republic of Vietnam (NVN) and South Central, Central Highlands, Southeast and Mekong River Delta for the Republic of Vietnam (SVN).*

Meanwhile, the Gulf of Tonkin incident of 2 August 1964 led to

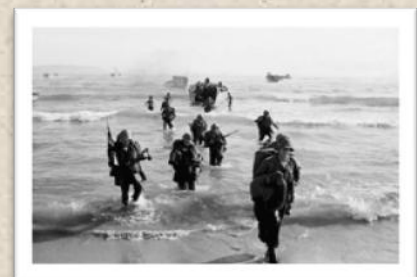
a dramatic increase in direct American participation in the war. Khánh sought a new constitution that would have curtailed civil liberties and concentrated his power, but was forced to back down when faced with widespread protests and strikes



*U.S. president Lyndon B. Johnson (left) at a visit in South Vietnam on October 26, 1966, with General William Westmoreland, Lieutenant General Nguyen Van Thieu, and Prime Minister Nguyen Cao Ky (South Vietnam)*

Coup attempts followed in September and February 1965, the latter resulting in Air Marshall Nguyễn Cao Kỳ becoming prime minister and Nguyễn Văn Thiệu becoming nominal head of state.

One month later, in March, the Johnson administration, in a momentous step which will lead towards full escalation of the war, sent the first American combat unit to Vietnam.



*3<sup>rd</sup> Marines wade ashore with heavy equipment at first light at Red Beach near Da Nang, Vietnam in March, 1965*

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### 1. Scenario Name and Author

*"Vietnam 1965 - 1975"* by Tootall

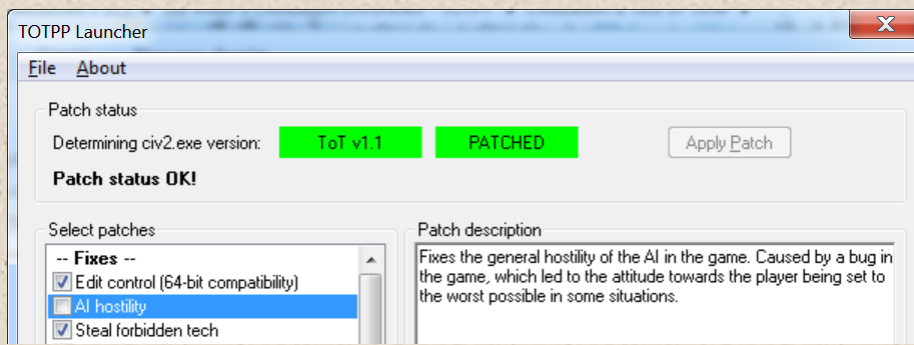


*"The U.S. 9<sup>th</sup> Infantry Division conducts operations in the Mekong Delta."*



## 2. Before Installation

1. This scenario requires Civilization II Test of Time. If you don't already have it, you may purchase it on ebay or Amazon.
2. You **must** install the Test of Time v1.1 patch **before** installing this scenario. You may download it here: <http://forums.civfanatics.com/downloads.php?do=file&id=59>  
**Note:** For those users who have the "Sid Meier's Civilization® Chronicles" version of the game installed on their computer, please use the " CivChroniclesPatch.exe" included in the ZIP file to install the patch.
3. You **must** install version 0.13 of the Test of Time Project by TheNamelessOne. You may download it here: <http://forums.civfanatics.com/showpost.php?p=13906258&postcount=593>
4. To ensure a greater challenge, make sure to uncheck the 'AI Hostility' box in the TOTPP Launcher before starting the game.



5. The game has been created and tested on a 64 bit computer and therefore should work on both 32 and 64 bit computers.

## 3. Installation instructions

1. Under your ToT directory, create (if you have not already done so) a folder called Scenarios. Do not put this in the Original, Fantasy or Sci-fi folders. It must be directly under the main Test of Time directory.
2. Inside the Scenario folder, create a second folder called 'Vietnam 1965 - 1975'.
3. Unzip ALL the files you've downloaded into the newly created Vietnam 1965 - 1975 folder.
4. To install sound, create a folder called Sound in your new Vietnam 1965 – 1975 folder. Extract all the sound files into the Sound folder.
5. **VERY IMPORTANT - this game is designed to be played as the South Vietnamese / American only (hereafter referred to as the SVN/US player).**
6. **VERY IMPORTANT - you must run the "Nam65.bat" batch file, and select from options #1 before you begin the game!**

## 4. Victory Conditions

There are a number of ways for the SVN/US player to win/lose the game:

- If you are able to Broaden the War and decide to invade North Vietnam, you must control Hanoi, Haiphong, Son La and Viet Tri at the beginning of October 1968, otherwise you suffer a defeat; or
- If Johnson wins re-election in November 1968, by preventing the TET Offensive, you must hold on to all cities currently under your control (including any outside of the borders of South Vietnam) up to the November 1972 US election, otherwise McGovern is elected and the war continues; or
- If Nixon is elected in November 1968, or McGovern in November 1972, you must prevent the NVN/NLF from capturing a sufficient number of objective cities to win a Marginal or Decisive victory by the end of the game in April 1975; or
- Prevent the NVN/NLF from gaining an Automatic Victory by controlling both Saigon and Hue during the same turn.

## 5. Scenario Parameters

The following scenario parameters have been preset in the game:

1. The following terrain is impassable to all SVN/US, Chinese PVA ground units: Border tiles.
2. Government switching has been disabled.
3. You cannot obtain technologies by conquest.
4. There is no pollution.
5. Pillaging of roads, highways (aka railroads) is prohibited.

## 6. House Rules

There are ten house rules in this scenario that I recommend humans players adhere to:

1. Firstly, changing city names is not permissible. A number of events apply to specific cities and altering names will render them inactive.
2. Secondly, the pillaging of roads or highways is prohibited. It is equally forbidden to build new roads on the '**South East Asia**' map though it is permitted to **upgrade** the existing roads to highways (aka Railroads).
3. Thirdly, given the limited time frame of the scenario, ten years, the building of new cities is prohibited.
4. Fourthly, it is forbidden to build any type of unit or city improvements in ANY of your cities situated on either the '**Order of Battle**' or '**Air**' maps, i.e. the **ONLY** production that is **EVER** allowed for these cities is the '**(Foreign Aid)**' improvement.
5. Fifthly, it is equally forbidden from reassigning the citizens of your cities on either the '**Order of Battle**' or '**Air**' maps to other tiles than the ones they start the scenario in, nor is it permitted to assign them as entertainers (see Major Game Concept #17).
6. Sixthly, it is strictly forbidden from **EVER** re-homing any of your American, ANZAC, Korean or Thai units. They must **ALWAYS** stay homed to the city the event file assigned them to.
7. Seventhly, it is strictly forbidden to stack any air unit on top of your ground units. This is to prevent a player from blocking the AI from launching attacks against your ground troops.



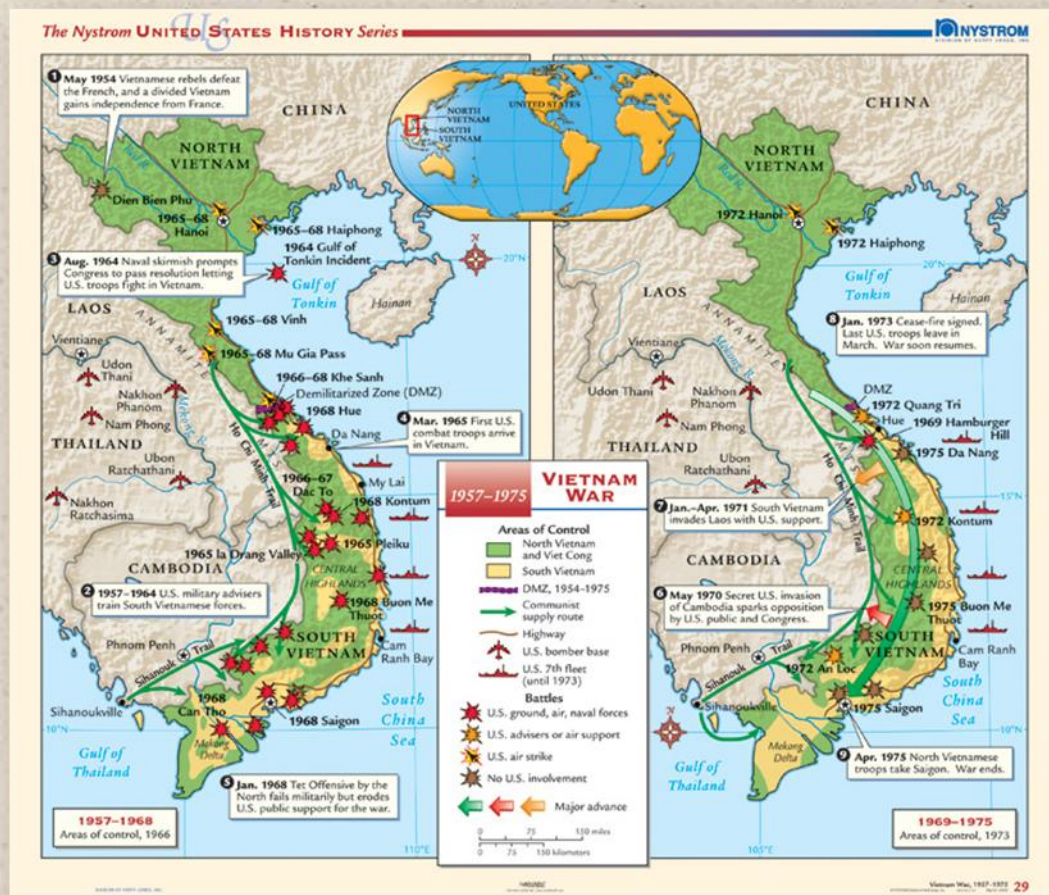
8. Eighthly, it is strictly forbidden to place your air units on top of NVA Sanctuary tiles in order to prevent NVA units from spawning in them (only your ground units may occupy such tiles).
9. Ninthly, your air units may only attack enemy ground units that are either in enemy occupied cities or located next to your ground units, or that are visible within your city screen (see Major Game Concept #13).
10. Tenthly, your naval air units may only **EVER** be based and operate from your respective CVN Battlegroup units, which may themselves **NEVER** enter any of your friendly coastal cities.

## 7. Major Game Concepts

There are several game concepts you should be aware of before playing the game:

1. *Maps*. There are three maps in the game: **South East Asia**, **Order of Battle** and **Air**.

The **South East Asia** map is where the war between the belligerents takes place. It is where all the South Vietnamese (with a few notable exceptions), North Vietnamese and their allies' reinforcements arrive and units get built.



The **Order of Battle** map is where the American and Allied reinforcements and replacements arrive. As such, this map is only a basing area for grounds units before they get deployed to South Vietnam through the main American transit bases. Once a ground unit is deployed to South Vietnam it may never return to the Order of Battle map.



The **Air** map is where the American air force and naval air replacements units arrive on their respective replacement tracks. Contrary to the Order of Battle map, air units may freely move back and forth between the Air and South East Asia map. There are few rules you should follow:

- Only American B-52 Stratofortress units may base and operate out of Guam AFB.
- The 7<sup>th</sup> US Airforce replacement track is where all American airforce units that were lost in combat reappear (See **Appendix A: United States Air Force**).
- The 7<sup>th</sup> US Fleet replacement track is where all American naval air units that were lost in combat reappear (See **Appendix A: United States Navy Ships & Naval Air**).
- Only American Air Force air units may base and operate out of Nakhon AFB, Thailand. As long as the 'Air OPS' icon is in effect in Laos, only air unit that start their turn based in Nakhon AFB may attack targets in Laos proper.

**Historical context:** *Laos was one of the signatories of the Geneva Accords and as such its neutrality was supposed to be strictly adhered to by all parties. In actuality, its territorial integrity was violated by both camps from the very start of the conflict.*

*Whereas, North Vietnam controlled large swathes of southern Laos through which it transited its men and materiel, the United States Air Force would wage a gradually escalating, though supposedly secret air campaign to interdict the Ho Chi Minh Trail. The air operations were strictly supervised by the American ambassador in Thailand.*

2. **Belligerents.** There are five powers in the scenario that are either part of the Communist Insurgency, the Allied Counterinsurgency or that are neutral:

**North Vietnam** is the protagonist in the game and controls all the forces of the communist insurgency, i.e. the NVA/VC forces along with those of the Khmer Rouge, Pathet Lao or Chinese 'People's Volunteer Army' if activated.

**South Vietnam** controls all the forces of the counterinsurgency nations, i.e. the Republic of Vietnam, the United States, the Republic of Korea, ANZAC and the Thai Panther Division.

**Cambodia** starts the game as a neutral power but may join either the insurgency or counterinsurgency depending on actions taken by the SVN/US player during the course of the war.

**The People's Republic of China** remains neutral throughout the game and it is forbidden to enter any of its tiles on the '**South East Asia**' map, even if the 'People's Volunteer Army' is activated.

**Thailand** is a neutral power for purposes of the game. It is forbidden to enter its territory, with the following exception, American airforce units may operate out of Nakhon AFB situated on the '**Air**' map.

3. **Operations.** The SVN/US player is limited in the types of operations they may carry out against the countries of Cambodia, Laos and North Vietnam. Which types of operations may be undertaken depends on which operation icon is currently active under the country's name on the '**South East Asia**' map.

These operational statuses can change depending on specific events that can occur during the game.

You must treat each of the aforementioned countries statuses individually, i.e. just because you have been granted the "Full Ops" right to invade Cambodia, for example, doesn't imply you can do the same for Laos or North Vietnam.

American air units may always transit over the aforementioned countries tiles provided they are moving on the Air map.



The SVN/US player may always carry out any type of operations within the borders of the Republic of Vietnam.



The "No OPS" icon means it is forbidden for ANY units (air, ground or naval) of the SVN/US player from entering ANY tiles of the country in question. Should any SVN/US ground forces currently occupy tiles of that nation, they must leave that country by the quickest route possible.



The "Air OPS" icon means ONLY AIR (or Naval Shell) units of the SVN/US player may enter and carry out hostile actions in tiles of the country in question.



The "Full OPS" icon means ANY TYPE of units of the SVN/US player may enter and carry out hostile actions in tiles of the country in question (note: only specific grounds units of the ARVN are allowed to enter other nations).



The "View" icon is merely used to make the different "OPS" icons visible when they are updated through the events file, otherwise a new OPS icon that would be placed on top of a previous icon would become invisible until such a time as a friendly unit moved next to it.

For example, if South Vietnam researches the "NVN Invasion", the "Air OPS" icons on tile (8,10) will be switched with the "Full OPS" icon. By generating the View icon next to the "Full OPS" icon, at the same time, it ensures that the new OPS icon is visible to the player, thereby confirming that the SVN/US player must abide by the rules set out in game concept #3.

The SVN/US player must, thereafter, disband the View icon before the end of the turn.



*"B-52's escorted by Navy Crusaders on a bombing run over North Vietnam."*

4. *Hex and unit size*. Each hex represents roughly 10 miles. Each ground and air unit is the equivalent either of a battalion or 12-24 air units respectively.
5. *'City population loss'*. The scenario takes full advantage of TOTPP's *'City population loss'* feature which determines whether a city suffers population loss after a successful attack/capture. The value for both parameters is set to 1 whereby a city will not lose population.
6. *'Improvement flags'*. The scenario takes full advantage of TOTPP's *'Improvement flags'* feature which prevents the selling and/or destruction of specific city improvements.
7. *'No Stack Kills'*. The scenario takes full advantage of TOTPP's *'No Stack Kills'* feature which prevents the destruction of an entire stack of units when one of its units is killed by an enemy attack.
8. *Road, Rail and River movement factors*. The scenario takes full advantage of TOTPP's *'Movement Multipliers'* feature, thus the road movement multiplier is x2, the highway (aka railroad) multiplier is x4 and the river movement multiplier is nil (units pay the cost of the underlying terrain).
9. *Navigable Rivers*. The scenario takes advantage of TOTPP's *'Navigable Rivers'* feature, which allows the SVN/US 'MK II PBR' naval patrol boat units to move along South Vietnam's rivers. The *'NavigableRiversIntercardinal'* flag is set to zero which means the naval units must follow the natural flow of the river when moving along its tiles, i.e. you can't cut corners.
10. *Extra Unit Types*: The scenario takes full advantage of TOTPP's *'Extra Unit Types'* feature, which increases the maximum number of units from 80 to 127. As such, you will notice that there are 5 extra rows of units on the unit grid (rows 10 to 14).
11. *Attacks per Turn*. The scenario takes advantage of TOTPP's *'Attacks per turn'* feature, which limits the number of attacks per turn per unit type. Essentially all units in the game have a maximum of one attack per turn save the M-41 Bulldog, M-48 Patton, Centurion, M110 175mm, M113 ACAV, M-551 Sheridan, M-48 Patton OI and M109 155mm OI which have two.

A blue dot (●) has been added to all unit icons that have the two attacks per turn ability.

**KNOWN BUG:** During testing there are occasions where a unit flagged as having one attack per turn, gets the message that it already has exceeded its allowable number of attacks, even though it has made no attacks in that turn. This only appears to occur to units that are located between the 10<sup>th</sup> and last row of the unit icon grid.

*In this situation, you need to save your game, quit the scenario and then reload it and that should resolve the anomaly.*

12. *SVN/US ground unit vs invisible NVA/VC units*. Since most NVA/VC units start the game with the invisible flag they can be difficult to locate.

As such, the SVN/US player is allowed to right click on any tile situated on the **'South East Asia'** map **provided** there is a friendly ground unit situated next to it, otherwise it is **forbidden** to do so. Should an enemy unit be located in a tile you clicked, its unit name should be visible in the Status panel on the right side of the screen.

13. *Permissible air attacks*. As per House Rule #9, your air units may only attack enemy ground units under the following conditions:
  - 1) that are located in enemy cities, or
  - 2) are located next to your ground units, or
  - 3) are visible within any of your city screens.





1) A B-52 Stratofortress air unit may attack targets in the North Vietnamese city of Ha Long, for example, even though no friendly ground unit is next to it.



2) A-1 Skyraider air unit attacking a hidden, but fortified, enemy ground unit located next to a friendly unit. Note, the hidden enemy unit did not necessarily have to be fortified to be eligible for attack, your ground unit could have been forced to stop on tile C when moving from point A to B and then located the enemy unit by right clicking the tiles next to it.



3) In this example an enemy unit is visible in the city screen of Buon Ma Thuot, and therefore is eligible to be attacked by friendly air units, even though no friendly ground unit is next to it. Think of this as your city having strong reconnaissance units in its perimeter, making it impossible for any large scale enemy unit to avoid detection.

#### 14. South Vietnamese cities: SVN CORPS HQ Cities, Objective Cities and US transit bases.



##### SVN CORPS HQ Cities:

South Vietnam was divided into four Corps sectors during the war, starting from the Quang Tri province of the I Corps in the north all the way to the Mekong Delta region of the IV Corps in the south. Each Corps sector has a specific HQ city associated to it: Da Nang - I +, Pleiku - II \*, Bien Hoa - III \* and Can Tho - IV +.

These HQ cities are particularly important, for two reasons:

The first is because South Vietnam does not build its ARVN infantry 65 or 69 units but rather receives them as reinforcements, in the four HQ cities, as per the recruitment table below.

ARVN Infantry recruitment per Corps				
	Prior to Vietnamization *	Per Year	After Vietnamization**	Per Year
DA NANG - I	1 unit per 3 months	4	1 unit per 2 months	6
PLEIKU - II	1 unit per 3 months	4	1 unit per 2 and 4 months	9
BIEN HOA - III	1 unit per 3 months	4	1 unit per 2 and 4 months	9
CAN THO - IV	1 unit per 2 months	6	1 unit per month	12
TOTAL		18		36

\* Prior to Vietnamization: South Vietnam recruits 'ARVN Inf 65' units

\*\* After Vietnamization: South Vietnam recruits 'ARVN Inf 69' units

Should the North capture one or more of these HQ cities you will no longer receive the reinforcements associated to the specific city as long as the city remains in enemy hands.

The second reason is because these are the only cities that either start the game with a training base improvement (Pleiku – II \*) or are in the process of building one and therefore serve 1) as the only cities where the ARVN army can build/purchase veteran units and 2) as strategically located facilities for SVN/US ground units that were damaged in combat to quickly repair.

#### Objective cities:

To make it easier for players to find, any city whose name ends with a plus (+), asterisk (\*) or double asterisk (\*\*) are objective cities in terms of the game. The cities with a + or \* are equal to one victory point and \*\* are worth 3 objective points ('Saigon \*\*' for example is a three point objective city).

#### US transit bases:

Any city whose name ends with a plus sign (+) on the '**South East Asia**' map has an associated transit base located on the '**Order of Battle**' (Vung Tau + in the 2 images above serves as an example).

These cities serve as the only transit points which allow the SVN/US player to deploy SVN/US or Allied reinforcement or replacement troops from the '**Order of Battle**' to the '**South East Asia**' map. Should a transit city be captured by the enemy you would no longer be able to use it as a transit point as long as it remained under their control.

15. *Depot and Warehouses.* The Republic of Vietnam begins the game with a specific number of



depot terrain tiles. They are situated at the following coordinates:

Can Tho - IV + (18,130), My Tho \* (22,128), SAIGON \*\* (30,124), Bien Hoa - III \* (30,122), Vung Tau + (32,126), Phan Rang-Thap+ (51,117), Cam Ranh Bay + (32,122), Nha Trang +, Qui Nhon +, Pleiku – II \*, Da Nang - I +, HUE \*\*



During the game the SVN/US player may receive up to 4 engineer units. These can be used to improve the depots tiles by building (aka 'Mine') warehouses.

These warehouses can provide extra production resources to a city, especially if built on a highway, provided the tile is worked on by one of its citizens.

Do not underestimate the value of these warehouses, as once all built, they can increase your overall capacity to support larger numbers of the artillery, mechanized and air units made available through the US Military Assistance I and II programs.

16. *Reinforcements versus Replacements.* The SVN/US player does not get to build American or Allied units but rather receives them as a series of reinforcements. They are created by the event file, for the most part, as per their historical arrival dates. These reinforcements typically come in the form of American or Allied brigade or divisional level units, but this can vary depending on the types of units or nation involved.

Replacements are units that were lost in combat and that eventually return to play after having spent some time on the various replacements tracks located on the '**Order of Battle**' or '**Air**' maps.



Note that it is **forbidden** to re-home any of your American or Allied units. They must **always** remain homed to the cities that the event file assigned them to and this is whether they arrived as reinforcements or replacements.

17. *Order of Battle Map.* The '**Order of Battle**' map plays a crucial role in the scenario as it is where all the United States, Allied and ARVN elite reinforcement and replacements are managed by the event file. It is also the mechanism that allows the event file to control the departure of the US/Allied brigade and divisional units once the policy of Vietnamization/De-escalation gets implemented.



4<sup>th</sup> Infantry Division HQ city prior to unit arrival



4<sup>th</sup> Infantry Division with Divisional Train added once the unit is deployed to Vietnam

As the US and Allied (ANZAC, Korea and Thai) reinforcements arrive in the game, as per the event file, they get automatically assigned (homed) to specific cities. At the same time that the new divisional/brigade units arrive the event file will also add a Brigade/Divisional or Motor Pool Train to the tile which contains a prepositioned citizen of that city.



Citizen prepositioned prior to division arrival



Divisional Train added to prepositioned citizen tile

By adding the Brigade/Divisional or Motor Pool Train, the event file ensures that the units of that Division or Brigade are fully supported by their respective city, hence the reason for House Rule # 5 which prohibits the repositioning of the citizens on the '**Order of Battle**' map.

Note that the player does **NOT** manage any of these activities; it is all done by the event file. This section, is included so that you may understand the underlying mechanism in play.

18. *Replacement tracks.* There are a number of replacement tracks located on either the '**Order of Battle**' or '**Air**' maps.



Whenever an American, ANZAC, Korean, Thai or ARVN Airborne, Marine or Ranger ground unit is eliminated in combat, the event file will regenerate the unit, on the turn it is eliminated, on one of the training (T) tiles of one of the tracks located on the '**Order of Battle**' map. The units will also **automatically** get homed to the appropriate cities.

Each training tile costs 8 movement points to move along, which means no unit placed on the tracks may move more than one tile per turn, when moving to another training tile. This is done to reflect the time it

takes to train a new unit to replace the one lost.

On what training tile along the track a unit will be placed on depends on the unit type, i.e. an M-48 Patton unit, which takes longer to rebuild and train will be placed further back along the track than a regular infantry unit.

Certain units that use alpine (the CIDG Striker) or helicopter (the 1<sup>st</sup> Cav Inf) movement will be re-generated, instead, over specific transit points after a specific number of turns.

When the unit starts the turn on the last training tile of its replacement track you will want to move it to a transit base tile so you can deploy it to the South East Asia map. This can be done by moving the unit along the 'Supply Column' tiles situated on the 'Order of Battle' map.

The 'Supply column' tiles cost 0 MP and therefore allow units to easily move from one point on the map to another free of cost. Once arrived at the desired transit point, the player can use the hotkey 'N' to move the unit to the 'South East Asia' map.



If an American airforce or naval air unit is lost in combat it will get placed by the event file on one of the airbase tiles situated along either the 7<sup>th</sup> US Airforce or the 7<sup>th</sup> US Fleet tracks, which are located on the 'Air' map. Your air force units will also automatically get homed to the appropriate cities. Naval air units do NOT get homed to specific cities but rather are associated to their CVN Battlegroups.

The air units must use the same principal as for the ground units, i.e. move from one airbase tile to the next until they start the turn on the "May deploy to..." airbase, which then allows them to be deployed to cities in South Vietnam, the Guam AFB or aboard CVN battlegroups.

A unit may NOT engage in combat operations on the turn it deploys to its appropriate city or carrier.

**Example:** A B-52 Stratofortress unit which gets eliminated, will be re-generated, on the same turn, by the event file on the 5<sup>th</sup> turn airbase or the 7<sup>th</sup> US Airforce track. If the unit was destroyed while you are the active player, you will be able to move the B-52 to the 4<sup>th</sup> turn airbase, otherwise you will have to wait till you are the active player. You will keep moving the unit down the track each turn until it reaches the "May deploy to Vietnam or Guam AFB" airbase.

Once your unit starts the turn on the "May deploy to Vietnam or Guam AFB" airbase, you would move the B-52 to Guam AFB (or to any city in South Vietnam if a regular airforce unit).

**NOTE:** South Vietnamese air units lost in combat do not get replaced by the event file, i.e. all SVN air units must either be built or purchased.

19. *Broaden the War.* Though the Johnson administration took great care to limit the scope of the war, for fear of dragging China into the conflict, the game does allow the SVN/US player to expand the war provided they are able to meet the following prerequisites:



- You must complete the 1<sup>st</sup> Logistical Command wonder. The American army and air force were a highly mechanized force which required a robust logistical infrastructure to support their operations. Building this infrastructure was one of the U.S. army's primary prerequisite before deploying significant troops to the theater.
- You must search and destroy at least 4 'NLF Front HQ' units that are located in South Vietnam. By eliminating the enemy's command structure you will rest the initiative from the NLF and demonstrate to the administration that you can prosecute the war effectively. This will not be an easy task as these HQ units are very few and elusive and you will need to carry out vigorous search & destroy missions if you hope to locate and destroy them.
- You must accomplish these two tasks prior to November 1967. Otherwise, you are entering into the American election cycle and the President will not expand the conflict for fear of alienating the electorate which is already weary of the United States' involvement in the conflict (see also Major Game concept # 24: '*General Offensive and Uprising*' and the *TET Offensive*).

If you successfully accomplished these prerequisites in the time limit prescribed you will be granted the '**Broaden the War**' advance, which opens the path to research the following 'technologies':

- **NVN Invasion**, or
- **Cambodian Invasion**, or
- **Laotian Invasion**.

It's is only possible to research these three advances during the first term of the Johnson administration, and only up to October 1967. Starting in November 1967, the prerequisite 'US 1964 Election' tech for these three will be withdrawn.

Receiving the '**Broaden the War**' advance will finally allow your forces to cross border tiles into neighboring countries, provided you researched the appropriate advance (after receiving the tech you will be prompted to save the game and run the bat file in order to switch the rules file).

The SVN/US is **NOT** required to research any of these technologies even if they have received the '**Broaden the War**' advance but researching each individual tech has its corresponding advantages/consequences.

20. *North Vietnamese Invasion*. The SVN/US player **may only** invade North Vietnam, after they received the '**Broaden the War**' advance and then researched the '**NVN Invasion**' tech. A 'Full Ops' icon will appear below the 'North Vietnam' name (tile 8,10), indicating that the communist nation is open to a ground invasion.

On the positive side, researching the advance will allow the SVN/US player to receive the US Maximum Effort Reinforcements which provides additional troops to the American order of battle (see **Appendix D**). On the other hand, it will almost certainly pull the Chinese People's Volunteer Army into the war and like in the Korean Conflict a force to be reckoned with.

Once you researched, the '**NVN Invasion**' you have committed the Johnson administration to defeating North Vietnam prior to the November 1968 election. This will require you to capture and hold on to the following four cities: **Hanoi \***, **Haiphong \***, **Son La \*** and **Viet Tri \***

Failure to capture and hold these cities by that date will result in a North Vietnamese victory and your defeat.

If you have successfully fulfilled your objectives you will be considered to have won a decisive victory. **In either the case, the game will end on that date.**

21. *North Vietnamese cities.* During the conflict the Johnson administration imposed some very strict guidelines on the American military on where they could not operate, again to avoid drawing the Chinese or Soviets directly into the conflict.

One particular area was a 20 mile buffer zone along the North Vietnamese and People's Republic of China border. This border area was an all important highway through which all the Chinese, and some Soviet, military and economic aid entered North Vietnam. Given the already large scale of the map, I decided during the design concept not to include a large segment of northern North Vietnam as it would have made the map too large.

As a consequence, the following North Vietnamese cities are used to represent this border area: **Lang Son (C)**, **Tuyen Quang (C)** and **Yen Bai (C)**.

They are easily located on the map by the "(c)" at the end of their name.

As such these cities are off limits to the SVN/US player. You may not, under any circumstances, launch any type of attack against these cities, be it either by ground or air forces, nor occupy them even if empty of enemy troops, and this, even if you broadened the war and launched an invasion of North Vietnam.

22. *Cambodian Invasion.* The SVN/US player **may only** invade Cambodia, during the first term of the Johnson administration (i.e. no later than November 1967), after they received the '**Broaden the War**' advance and provided they researched the '**Cambodian Invasion**' tech. A 'Full Ops' icon will appear below the 'Cambodia' name (tile 14,104), indicating that the neutral nation is open to a ground invasion, if they met the prerequisites enumerated above. There are advantages/consequences for invading Cambodia.

Advantages:

- In combination with the 'Laotian invasion', it can help prevent the TET Offensive
- If the SVN/US player captures the city of Sihanoukville, they effectively shut down the Sihanouk Trail which serves as a conduit for all North Vietnamese troops generated in the NVA sanctuaries located in southern Cambodia (between NVA Sanctuary tiles 4,126 and 7,113).
- It allows the SVN/US player ground troops to enter Cambodia and occupy the other 'NVN Sanctuary' tiles located in Cambodia, thereby forcing the North Vietnamese to redeploy their units, which would normally be generated there, either to the Laotian sanctuaries or in North Vietnam proper.

Consequences:

- Invading Cambodia results in a declaration of war against that nation and forces Prince Sihanouk to mobilize the Cambodian army to fight against you
- Invading Cambodia mobilizes the Khmer Rouge to fight alongside North Vietnam
- There's a diplomatic penalty for invading the country, i.e. gold cost.

23. *Laotian Invasion.* The SVN/US player **may only** invade Laos, during the first term of the Johnson administration (i.e. no later than November 1967), after they received the '**Broaden the War**' advance and provided they researched the '**Laotian Invasion**' tech. A 'Full Ops' icon will appear below the 'Laos' name (tile 17,83), indicating that the neutral nation is open to a ground invasion, if they met the prerequisites enumerated above. There are advantages/consequences for invading Laos.

Advantages:

- In combination with the 'Cambodian invasion', it can help prevent the TET Offensive



- It allows the SVN/US player ground troops to enter Laos and occupy the 'NVN Sanctuary' tiles located in Laos, thereby forcing the North Vietnamese army to redeploy its troops normally slated to appear there to North Vietnam proper.

Consequences:

- North Vietnam sends troops to defend the country
- Invading Laos mobilizes the Pathet Lao to fight alongside North Vietnam
- There's a diplomatic penalty for invading the country, i.e. gold cost.

24. *Cambodian Incursions.* The SVN/US player **may only** launch the Cambodia incursion, during the first term of the Nixon administration, after they received the '**1970**' advance and provided they researched the '**Cambodian Incursion**' tech (not to be confused with the 'Cambodian Invasion' advance). A 'Full Ops' icon will appear below the 'Cambodia' name (tile 14,104), indicating that the neutral nation is open to a ground invasion, if they met the prerequisites enumerated above. There are advantages/consequences for invading Cambodia.

Advantages:

- Researching the Cambodian incursion immediately shuts down the Sihanouk Trail which serves as a conduit for all North Vietnamese troops generated in the NVA sanctuaries located in southern Cambodia.
- It allows the SVN/US player to occupy the other 'NVN Sanctuary' tiles located in Cambodia, thereby forcing the North Vietnamese to redeploy their units which would normally be generated there either in the Laotian sanctuaries or in North Vietnam proper.

Consequences:

- The Cambodian incursion results in a declaration of war between North Vietnam and Cambodia
- The Cambodian incursion mobilizes the Khmer Rouge to fight alongside North Vietnam
- There's a diplomatic penalty for invading the country, i.e. gold cost

25. *Operation Lam Son 719.* The SVN/US player **may only** launch the Laotian incursion, during the Nixon administration, after they received the '**1971**' advance and provided they researched the '**Operation Lam Son 719**' tech. A 'Full Ops' icon will appear below the 'Laos' name (tile 14,104), indicating that the neutral nation is open to a ground invasion, if they met the prerequisites enumerated above.

***Only South Vietnamese ground forces may participate in Operation Lam Son 719.***

There are advantages/consequences for invading Laos.

Advantages:

- It will allow the SVN/US player to disrupt the Ho Chi Minh trail, at least for a short time.
- If South Vietnam succeeds in capturing Tchepone within five turns of launching the operation, the United States will reward its ally with extra funding and units.

Consequences:

- North Vietnam will send extra troops to protect its interests in Laos.
- The Laotian operation will mobilize the Pathet Lao to fight alongside North Vietnam
- There's a diplomatic penalty for invading the country, i.e. gold cost

26. *'General Offensive and Uprising' and the TET Offensive.*

**Historical context:** The TET Offensive was a seminal moment in the 2<sup>nd</sup> Indochina War, in which the American public lost faith in its leaders to successfully wage the war. It ultimately brought an end to the

*Johnson presidency and saw a policy shift towards American de-engagement under the Nixon administration.*

*The General Offensive and Uprising was the brainchild of General Nguyen Chi Thanh, the head of Central Office for South Vietnam (COSVN), who proposed it to his superior in Hanoi in early 1967. The supporters of the offensive believed that the Saigon government and the U.S. presence were so unpopular with the population of the South that a broad-based attack would spark a spontaneous uprising of the population, which, if the offensive was successful, would enable the North Vietnamese to sweep to a quick, decisive victory, and as such, plans were immediately put in place to ship large quantities of supplies and troops along the Ho Chi Minh and Sihanouk trails in Cambodia and Laos in preparation for the attack.*

There are two ways to prevent the North and their Viet Cong allies from launching the offensive:

- The first is by cutting off the Sihanouk (requires the '**Cambodian Invasion**' advance) and Ho Chi Minh (requires the '**Laotian invasion**' advance) trails by capturing the cities of Phnom Penh, Lumphat, Attapu and Tchepone prior to the end of the first quarter of 1967.
- 1) The second is by launching an invasion of North Vietnam (requires the '**NVN Invasion**' advance) proper prior to the end of the first quarter of 1967.

In terms of the game, failure to prevent the TET Offensive will mean the end of the Johnson presidency and the election of Nixon in November 1968, and the adoption of the policy of Vietnamization by mid-1969, which will see the gradual withdrawal of American and Allied forces. On the other hand, American funding of South Vietnam will increase allowing you to buy more modern equipment for the South Vietnamese armed forces and see the 'ARVN Inf 65' recruitment replaced by the better equipped 'ARVN Inf 69' units earlier in the game.

Successfully, preventing the offensive will see the re-election of Johnson and the arrival of extra American combat troops, which hopefully will allow your forces to completely rout the Viet Cong bases from the South and help to secure your borders from North Vietnamese incursions. The administration will also begins a policy of de-escalation, but a year later than would have been done under Nixon. On the other hand, there will be no increased funding for the South Vietnamese armed forces and the re-arming of the ARVN infantry will equally be delayed by a year, which means they may be less well prepared to fend off the North once the Americans are gone.

**IMPORTANT NOTE:** The invasion of either Cambodia/Laos or North Vietnam was a very unlikely event as President Johnson wanted to avoid broadening the war for fear of pulling in China and/or the Soviet Union directly into the conflict.

As such, though not impossible, the game is designed to make this difficult to accomplish. Timing can prove critical, particularly if you are only able to launch your invasion(s) in 1967, since the North may already have committed itself to the TET Offensive by that time. In this situation, for example, you could conceivably find yourself in the middle of your North Vietnamese invasion when the NVA and Viet Cong launch their TET Offensive.

27. *Industrial Zones, HCMT Trucks and NVA Sanctuaries.* Up to three Industrial Zones, numbered I to



III, can be positioned in North Vietnam at the same time. As long as they are in play, each zone generates a specific number of NVA Elite/Sapper or Artillery/AA type units at the beginning of each turn. The event file will randomly place the units for each industrial zone among some of the NVA Sanctuary tiles located in Laos or Cambodia. Which tiles or which units will be placed varies depending on the Industrial Zone in question.

The SVN/US can attempt to interdict this flow of troops by destroying the zones



through its air campaign against the North (remember starting in March 1965 the 'Air OPS' icon is activated in North Vietnam).

Whenever a zone is destroyed, it is placed out of commission for 3 turns, which means the North will be deprived of the units normally created by that zone for that amount of time.

After 3 turns the event file will regenerate the destroyed zone and randomly place it in one of the cities of North Vietnam.



The HCMT Truck units are designed to represent the movement of troops down the Ho Chi Minh trail. Up to three HCMT Trucks, numbered I to III, can exist at the same time. The trucks operate under the same principal as the industrial zones, except that they generate 3 'NVA Regular' units per turn (4 NVA Regular units for the HCMT Truck III).

The trucks are always created in and can never operate out of Laos. Contrary to the industrial zones, which are fixed to the cities they are generated in, the trucks are free to move anywhere within the borders of Laos.

The SVN/US can attempt to interdict this flow of troops by destroying the trucks, through its air campaign in the Laos (remember starting in March 1965 the 'Air OPS' icon is activated in Laos) (also see **Game Concept #28**, CIDG Striker units).

Whenever a truck is destroyed, it is placed out of commission for 3 turns, which means the North will be deprived of between 9 to 12 'NVA Regular' units, units which would otherwise have been generated by that truck for that amount of time.

After 3 turns the event file will regenerate the destroyed truck in Laos.



Though there are many roads in Laos and Cambodia that are being used to funnel the ground forces that are either being built in the cities of North Vietnam, or supplied by China or the Soviets, it's the 'NVA Sanctuary' tiles, through the Industrial Zones and HCMT trucks, that generate the majority of infantry troops to go fight in South Vietnam.

As such, you should plan accordingly when trying to defend your Western border from North Vietnamese attacks.

Each turn, the event file will generate a text message for each Industrial Zone and HCMT Truck that is still currently active. In this manner, you should always know what potential targets still remain.



28. *US Commitment.* America's involvement in the war in Vietnam was always controversial back in the United States, with the public's support waning when the losses began to mount and there was no foreseeable end in sight to the conflict. The American administrations always had to wage a careful balancing act between its commitment to the war and minimizing the cost of the war (both in terms of fiscal budgets and US casualties).

As such, to represent this reality, every American unit that attacks an enemy unit and is destroyed in the attack will see the SVN treasury reduced by a specific amount of gold (the cost will range between 10 to 50 gold pieces based on the unit type).

The same does not hold true if a US unit is eliminated due to an enemy attack.

#### 29. *VC Base Area's and Tunnel Rats.*



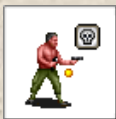
The 'VC Base Area' units represent the political and economic control of the communist party over the inhabitants of the region where they operate. In terms of the game, it is where the great majority of Viet Cong units are generated by the event files. As long as the bases continue to exist the VC will be able recruit in them.

Eliminating these bases should be one of the main objectives of your campaign in the South. But beware, these bases are very tough and difficult to destroy and require careful preparation. You should be particularly well prepared when assaulting base areas that have a 'vc\*' label underneath their tile or that are located in a 'VC Base Area' terrain tile.

Prior to the arrival of the 'Tunnel Rats' units (see next item below), the weapons of choice for eliminating the base areas are the American '155mm Art. US' and 'M110 175mm US' battalions. Though relatively effective at destroying the bases, it typically requires at least 4 such units to defeat the "weaker" base areas. There is a double cost to using these units for assaulting the bases as 1) each artillery unit lost in combat will be sent to the replacement training track where it will be out of action for 3 to 4 turns and 2) each artillery unit, or any other American combat unit lost in assaulting the bases will see the SVN treasury reduced by an amount of gold specific to that unit.

You shouldn't so much view the battle against the base areas as fighting enemy combat units but rather as the investment and effort required to wrestle Viet Cong control over the hearts and minds of the local inhabitants, which proved to be a much more difficult task throughout the war.

Eliminating the 'VC Base Area' unit itself is not sufficient for preventing the recruitment of VC units. Your forces must equally occupy the tile the bases occupied in order to block any further VC reinforcements from being generated there (each base area tile is easily located by the 'vc' or 'vc\*' label situated underneath the tile).



Once the SVN/US player has researched the 'Pacification' advance as part of the CORDS program, they will become eligible to receive one 'Tunnel Rats' unit for each two 'VC Local' units they destroy.

The 'Tunnel Rats' are specifically designed for assaulting and destroying base areas, and though you may require multiple such units to destroy a single base area, they have the advantage of not costing any gold if lost and being "free" as long as you are able to destroy 'VC Local' units.

#### 30. *CIDG Striker, Special Forces, ARVN elite, and unit icons legend.*





*The CIDG Striker* is a very special elite unit. Prior to Broaden the War or Cambodian and Laotian invasion events, the CIDG's are the only SVN units which may cross 'Border' tiles into Cambodia or Laos (but not North Vietnam), as indicated by the red dot (●) on their unit icon.

Their ability to ignore ZOC's (🛡️) and use alpine movement (🏔️) make them particularly useful in hunting the HCMT Supply trucks in Laos.

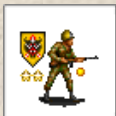
Remember as per House Rule #9, your air units may only attack enemy ground units that are located next to your ground units or located in enemy cities.

**TIP:** Once my Striker units are in Laos, I typically click on the right mouse and select a destination tile with the "Go" feature and let the unit move on its own. Whenever the Striker unit stops before reaching its destination it's because it encountered an enemy unit. I then right click on the adjacent tiles to my unit to see if I can determine if an HCMT truck is located in one of the adjacent tiles (even though they are invisible, you can still see if they are present in the status screen). If yes, I typically call in an air strike from one of my air units located in Nakhon AFB that is on standby for just such a mission.



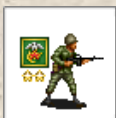
*The Special Forces* serve two particularly useful tasks in terms of the game. Like the CIDG Striker units for HCMT trucks, the SF units are particularly useful in hunting NLF HQ units when they start appearing in South Vietnam, especially in the II Corps where there is more "wild" terrain to cover.

Their strong defensive ability also makes them great units to set up in strong defensive terrain in more remote areas and to be used as bases for helicopter type units to attack adjacent enemy units.



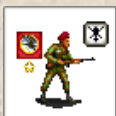
The South Vietnamese Rangers were the country's elite force, as represented by its superior combat factors and its ability to ignore ZOC's. All Ranger units deployed at the start of the game or that arrive as new *reinforcements* are attributed the 'Veteran' status (plus 50% attack/defense factors). Ranger units that arrive as *replacements* due to being eliminated in combat do not start with the 'Veteran' status.

The South Vietnamese do not get to build Ranger units but rather start the game with 12 and receive others through the event file at various times in the scenario. Whenever a Ranger unit is eliminated in combat it will be regenerated on one of the ARVN replacements tracks situated on the '**Order of Battle**' map.



The ARVN Marines are elite units as represented by their 6 attack combat factor and amphibious invasion ability. The South Vietnamese do not get to build them, but rather start the game with 6 and get others through the event file during the game.

Whenever a Marine unit is eliminated in combat it will be regenerated on the Saigon replacements track situated on the '**Order of Battle**' map. Should Saigon be captured, the South Vietnamese player would not be able to deploy any of its eliminated Marine units until the city was recaptured.



The ARVN Airborne are veteran units, which have the helicopter movement capability and 2 FP striking power. The South Vietnamese do not get to build them, but rather start the game with 5 and get others through the event file during the

game.

Whenever an Airborne unit is eliminated in combat it will be regenerated on the Saigon replacements track situated on the '**Order of Battle**' map. Should Saigon be captured, the South Vietnamese player would not be able to deploy any of its eliminated Airborne units until the city was recaptured.



The 1<sup>st</sup> ARVN Division was South Vietnam's premier combat division, as demonstrated by its superior combat factors, and was the South's only division to include 4 regiments rather than the regular 3 (hence its 12 battalions).

It was based out of the city of Hue throughout the war and whenever one of its battalion is destroyed it is regenerated on the Hue replacement track.

As such, should Hue fall the South Vietnamese would not be able to deploy any of its eliminated units unless the city was recaptured.

Unit Icon Legend					
Symbol	Status	US	ARVN	Symbol	Advantages
☆☆	Elite	9a	6a	☆	Ignores zones of control
☆	Veteran	8a	5a, 4d	◆	Alpine (treats all squares as road)
-	Regular	≤ 7a	≤ 5a, 3d	●	Can cross border tiles
		≥		◆	Can attack twice per turn



## 8. Designer's Notes

If “war is the continuation of politics by other means” as Clausewitz wrote, than the Vietnam War was undoubtedly the most political war of the Twentieth Century, as all the major participants in the war had their own political agendas which often conflicted even with those of their own allies.

In retrospect, Vietnam 1965 – 1975 hasn’t been as much a labor of love as my ‘Battle of France’ or ‘A House Divided’ scenarios, for which I hold a particular affection. That’s probably due in part to the sheer scale and complexity of my latest creation, which have taxed both my time and endurance. On the other hand, it’s undoubtedly the scenario I’ve been the most determined and committed to see to fruition, and in that respect, it has inspired me to push the limits of my creative and designing abilities.

From the beginning, I wanted the scenario to encompass most of the South East Asian Theater, which meant including most of North Vietnam, Cambodia and Laos, in addition to South Vietnam. But including these nations meant increasing the scope and scale of the game which had a domino effect on every aspect of the design process:

The bigger the scale, the more the combatants, the more the historical narrative to deal with; the bigger the map, the smaller the unit sizes, the bigger the number of units to handle, the smaller the turn increments in the time required, which meant the longer the overall game length.

In the end the biggest challenges I faced were how to represent the HCMT Trail, the TET Offensive and finally how to handle the what ifs:

With regards the Ho Chi Min Trail, I believe I came up with an elegant solution in the usage of the Industrial Zones, HCMT Trucks and NVA Sanctuaries and the ability of the SVN player to interdict them.

Since the TET Offensive was such a seminal moment in the Vietnam war, I had to figure out what were its consequences (Johnson’s resignation and Nixon’s election and subsequent Vietnamization policy), what were the triggers that set the Offensive in motion (the General Offensive and Uprising advance) and how did the North prepare for it (by sending troops and ammunition down the HCMT Trail), and finally could it have been prevented (the Cambodian and Laotian Invasion events) and if so what non historical paths could the war have taken otherwise (Johnson escalation victory conditions versus McGovern election).

I strived in every possible way to reduce the administrative tasks for the player, and make the game as seamless as possible. As such, the player only needs to concentrate his efforts on the most important aspects of the game,, i.e. making the difficult political decisions and taking the fight to the enemy whenever and wherever possible.

In the end, I hope the scenario will prove to be challenging and fun for all players.

## 9. Credits

I would like to extend a very special note of gratitude to TheNamelessOne who's "**Test Of Time Patch Project**" has infused new life in an old but much beloved Civilization platform. The many features he has managed to implement have opened up a whole new world of possibilities for designers, many of which were sought after by so many of us for so many years. Thank you!!

I would like to extend a special thanks to Fairline who was so gracious in providing me with an absolutely marvelous collection of Vietnam War unit graphics. His contribution and patience, in my numerous requests, have proven invaluable and as usual provided the exact look and feel I wanted to implement for my scenario.

I would like to thank Tanelorn whose initial contributions, most notably his PAVN infantry and artillery unit graphics, inspired me to truly move forward with this project.

I would like to thanks Techumseh for sharing his own original 'Vietcong' scenario for inspiration and whose original recommendations set me, I believe on the correct development path of using multiple maps, which allowed me to manage the American and Allied divisional arrivals and departures in an effective manner.

I would like to acknowledge El Boco's incredibly designed 'Al Aurens' scenario which served as the inspiration for my 'Order of Battle' map and taught me how it could be done. A thank you equally goes out to John Petroski and his very cleverly designed 'Over the Reich' scenario whose many innovative ideas inspired me to develop my own facet of the air war over North Vietnam and Laos.

As ever, I would like to extend a similar thanks to all the terrain graphic designers whose icons I'm using in my scenario.

The sounds, improvement and wonder icons come from a large variety of sources, too many to name or even properly identify. Nevertheless, many thanks for your great work!

As always, I would also like to extend a heartfelt thanks for all those who tirelessly set about writing all those help guides for all of us 'wanna' be scenario designers.

The map was my own creation. Any inaccuracies or design flaws are mine and mine alone.

To paraphrase another designer, "a special thanks to anyone who downloaded and played this game, keeping Civilization II alive and well!"

*Tootall, December 2016*



## *In memoriam,*

*To Agricola who always made us want to be better designers!*

**Vietnam War map credit (on page 8):**

<http://www.nystromeducation.com/itemimages/large/NYS3129.jpg>

**Read Me Front page photo credit:**

*September 25, 1965: paratroopers of the US 2nd Battalion, 173rd Airborne Brigade hold their automatic weapons above water as they cross a river in the rain during a search for Viet Cong positions in the jungle area of Ben Cat, South Vietnam. (AP Photo/Henri Huet)*

**Scenario Title image photo credit:**







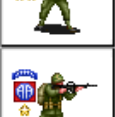

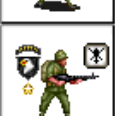



*January 1, 1966: A U.S. soldier and Vietnamese civilians take cover in a canal near Bao Trai in Long An province. The soldier is armed with an M79 grenade launcher. There is reportedly a Viet Cong sniper in the area.*

**Note:** This ReadMe file was created on Microsoft's Word 2007.















## A. Appendix: Game Units














### *Counterinsurgency Forces, Allied World*

#### *United States Army, President Lyndon Baines Johnson*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	18 <sup>th</sup> Engineers <i>"Essayons et édifions"</i>	5	0	3	2	1	50	
	18 <sup>th</sup> MP <i>"Ever Vigilant"</i>	6	3	3	2	1	40	Ignores city walls
	1st Marine <i>"Blue Diamond"</i>	5	9	6	1	1	80	Ignores city walls Can make amphibious invasions
	3rd Marine <i>"Fighting Third"</i>	5	9	6	1	1	80	Ignores city walls Can make amphibious invasions
	26th Marines <i>"Professionals"</i>	5	8	5	1	1	70	Ignores city walls Can make amphibious invasions
	1st Cavalry <i>"First Team"</i>	7 [0]	9	6	2	2	80	Ignores city walls Ignores zones of control
	173rd Airborne <i>"Sky Soldiers"</i>	5	9	5	1	1	80	Ignores city walls Can make paratroops
	82nd Airborne <i>"All American"</i>	5	8	5	1	1	70	Ignores city walls
	101st Airborne <i>"Screaming Eagles"</i>	5	8	5	1	1	70	Ignores city walls
	101st Airmobile <i>"Screaming Eagles"</i>	7 [0]	8	5	2	2	80	Ignores city walls
	1st Infantry <i>"Big Red One"</i>	5	9	5	1	1	70	Ignores city walls
	M113 APC (1st) <i>"Big Red One"</i>	7	10	3	2	1	80	











	4th Infantry <i>"Ivy Division"</i>	5	7	5	1	1	60	Ignores city walls
	M113 APC (4th) <i>"Ivy Division"</i>	7	8	3	2	1	70	
	5th Infantry <i>"Red Diamond"</i>	5	7	5	1	1	60	Ignores city walls
	M113 APC (5th) <i>"Red Diamond"</i>	7	8	3	2	1	70	
	6th Infantry <i>"Sightseeing Sixth"</i>	5	6	4	1	1	60	Ignores city walls
	9th Infantry <i>"Old Reliables"</i>	5	7	5	1	1	60	Ignores city walls
	23rd Infantry <i>"Americal"</i>	5	7	5	1	1	60	Ignores city walls
	25th Infantry <i>"Tropic Lightning"</i>	5	7	5	1	1	60	Ignores city walls
	M113 APC (25th) <i>"Tropic Lightning"</i>	7	8	3	2	1	70	
	199th Infantry <i>"Redcatchers"</i>	5	7	5	1	1	60	Ignores city walls
	27th Natl Guard <i>"Empire"</i>	5	6	4	1	1	50	Ignores city walls
	Special Forces	3	0	3	3	1	30	Ignores ZOC Two space visibility Treats all squares as road
	CIDG Striker	4	0	3	2	1	30	Ignores ZOC Two space visibility Treats all squares as road
	Tunnel Rats	5	10	2	3	3	60	Ignores ZOC Ignores city walls Destroyed after attacking

	M-48 Patton	6	11	6	2	2	100	Can attack twice per turn
	M113 ACAV "Blackhorse"	7	10	3	2	1	80	Can attack twice per turn
	M-551 Sheridan "Blackhorse"	7	13	3	2	2	90	Ignores city walls Can attack twice per turn
	M113 APC OI "Old Ironsides"	7	9	4	2	1	80	
	M-48 Patton OI "Old Ironsides"	6	12	7	2	2	110	Can attack twice per turn
	M109 155mm OI "Old Ironsides"	5	13	3	2	3	100	Ignores city walls Can attack twice per turn
	Firebase *	9 [0]	0	8	3	3	40	Two space visibility * Domain 3 = Moves like a helicopter
	105mm Art. US	3	8	2	2	2	70	Ignores city walls
	155mm Art. US	3	13	3	2	3	100	Ignores city walls
	M110 175mm US	4	15	2	2	3	110	Ignores city walls Can attack twice per turn
	UH-1 Iroquois	8 [0]	6	2	2	2	60	Ignores ZOC Two space visibility Unit can spot subs
	AH-1 Cobra	9 [0]	10	3	2	2	80	Ignores ZOC Two space visibility Unit can spot subs
	CH-47 Chinook*	16	0	2	2	1	50	Carries 2 * Acts as a naval transport






## United States Air Force






Unit	Move	Att.	Def.	HP	FP	Cost	Special
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	A-1 Skyraider	18 [2]	8	2	2	2	70	
	F-100 Sabre	22 [2]	6	4	2	2	70	Two space visibility Can attack air units (fighter)
	F-105 Thunderchief	36 [2]	12	4	2	2	80	Two space visibility
	F-4C Phantom	26[2]	7	6	2	2	80	Two space visibility Can attack air units (fighter)
	F-4E Phantom	22 [2]	14	5	2	2	90	Two space visibility
	B-57 Canberra	44 [2]	8	2	2	3	70	
	B-52 Stratofortress	60 [2]	12	2	2	4	120	Two space visibility x2 on defense vs air
	F-111 Aardvark	50 [2]	10	3	2	3	100	Two space visibility x2 on defense vs air

### *United States Navy Ships & Naval Air*










	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	MK II PBR	9	5	2	2	1	5	Can carry 1
	USS New Jersey	36	16	12	4	4	220	Submarine adv/disadv
	406mm Shell	3	1	8	2	3	20	Ignores city walls Destroyed after attacking
	LPH	32	0	6	3	1	200	Two space visibility Submarine adv/disadv x2 on defense vs air
	CVN Battlegroup	40	0	10	5	1	320	Two space visibility Can carry air units x2 on defense vs air

	A-4 Skyhawk	18[2]	10	3	2	2	60	Unit can spot subs
	A-6 Intruder	22[2]	12	2	2	2	70	Unit can spot subs
	A-7 Corsair	18[2]	14	4	2	3	100	Unit can spot subs
	F-8 Crusader	20[2]	6	5	2	2	70	Can attack air units (fighter)
	F-4B Phantom	22[2]	7	6	2	2	80	Two space visibility Can attack air units (fighter)




### *South Vietnam, President Nguyen Van Thieu*

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	ARVN Rangers	5	6	4	1	1	60	Two space visibility Ignores city walls
	ARVN Marines	4	6	3	1	1	60	Ignores city walls Can make amphibious invasions
	ARVN Airborne	6 [0]	5	4	2	2	60	Ignores city walls Ignores zones of control
	ARVN 1st Div	4	5	4	1	1	50	Ignores city walls
	ARVN Inf 65	3	3	2	1	1	30	Ignores city walls
	ARVN Inf 69	4	5	3	1	1	50	Ignores city walls
	Popular Forces	2	2	3	2	1	40	Two space visibility Ignores city walls Treats all squares as road
	SVN Police	4	0	2	2	2	30	







	M113 APC ARVN	6	6	3	2	1	60	
	M41 Bulldog	5	7	2	2	2	80	Can attack twice per turn
	105mm Art. SV	3	7	2	2	2	70	Ignores city walls
	155mm Art. SV	2	12	2	2	3	100	Ignores city walls
	ARVN UH-1	7[0]	5	2	2	2	50	Ignores ZOC Two space visibility Unit can spot subs
	A-1 Skyraider	18 [2]	7	2	2	2	70	Two space visibility
	A-37 Dragonfly	20[2]	8	3	2	2	80	Two space visibility
	F-5 Tiger	12 [2]	5	4	2	2	70	Two space visibility Can attack air units (fighter)
	Hamlet	0	0	2	2	1	20	

### *Australia, Prime Minister Robert Menzies*

Unit	Move	Att.	Def.	HP	FP	Cost	Special
 ANZAC Inf.	5	8	5	1	1	70	Ignores city walls Ignores ZOC
 Centurion *	6	7	3	2	2	70	* Not a full battalion Can attack twice per turn
 105mm Art. AZ	3	8	2	2	2	70	Ignores city walls

### *Korea, President Park Chung-hee*

Unit	Move	Att.	Def.	HP	FP	Cost	Special
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	ROK 9th Div "White Horse"	4	8	4	1	1	70	Ignores city walls Ignores ZOC
	ROK CAP Div "Tiger"	4	8	4	1	1	70	Ignores city walls Ignores ZOC
	ROK Marines "Blue Dragon"	4	9	4	1	1	80	Ignores city walls Can make amphibious invasions
	105mm Art. KR	3	8	2	2	2	70	Ignores city walls

### *Thailand, Prime Minister Thanom Kittikachorn*

Unit	Move	Att.	Def.	HP	FP	Cost	Special
 Thai Inf. "Black Panther"	4	5	3	1	1	50	Ignores city walls
 105mm Art. TH	3	8	2	2	2	70	Ignores city walls

## *Insurgency Forces, Communist World*

### *North Vietnam, President Ho Chi Minh*




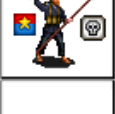



Unit	Move	Att.	Def.	HP	FP	Cost	Special
 559th Group	3	0	2	2	1	30	Ignores ZOC x2 on defense vs air
 NVA Regular	4	5	3	2	1	50	Two space visibility Ignore zones of control Ignores city walls
 NVA Elite	5	6	3	2	1	60	Two space visibility Ignore zones of control Ignores city walls
 NVA Sappers	4	7	2	1	2	60	Two space visibility Ignore zones of control Ignores city walls
 NVA Garrison	2	2	4	2	1	40	Two space visibility



	T-34/85	6	7	3	2	2	50	
	PT-76	6	8	2	2	2	60	
	T-55	6	11	5	2	2	70	Can attack twice per turn
	122mm Art.	3	12	2	2	2	90	Ignores city walls
	152mm Art.	3	15	3	2	3	110	Ignores city walls Can attack twice per turn
	BM-21 Grad	5	12	2	2	3	70	Ignores city walls Can attack twice per turn
	57mm AA	3	0	4	2	1	40	x2 on defense vs air
	85mm AA	0	0	6	2	1	50	x2 on defense vs air
	ZSU-57	5	5	5	2	1	60	Can attack air units (fighter) x2 on defense vs air
	SA-2 Guideline	0	0	8	2	1	60	x2 on defense vs air
	SAM Missile	5[1]	3	1	1	1	20	Two space visibility Can attack air units (fighter)
	MIG-17 Fresco	9[2]	4	4	2	2	60	Two space visibility Can attack air units (fighter)
	MIG-19 Farmer	11[2]	5	5	2	2	70	Two space visibility Can attack air units (fighter)
	MIG-21 Fishbed	10[2]	6	5	2	2	70	Two space visibility Can attack air units (fighter)

	Industrial Zone I	0	0	3	2	1	50
	Industrial Zone II	0	0	3	2	1	50
	Industrial Zone III	0	0	3	2	1	50
	HCMT Truck I	1	0	2	2	1	50
	HCMT Truck II	1	0	2	2	1	50
	HCMT Truck III	1	0	2	2	1	50

### *National Liberation Front, Chairman Nguyen Huu Tho*




	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	VC Local	2	0	4	2	1	20	Ignore zones of control Ignores city walls Treats all squares as road
	VC Main Force	3	5	2	2	1	30	Ignore zones of control Ignores city walls Treats all squares as road
	VC Mortar	3	7	1	1	2	40	Ignore zones of control Ignores city walls
	VC Sapper	2	6	2	1	3	40	Ignore zones of control Ignores city walls Treats all squares as road
	Ambush	1	0	2	3	1	20	
	NLF HQ	1	1	5	3	1	30	Ignore zones of control Treats all squares as road x2 on defense vs air
	VC Base Area	0	0	9	3	3	70	Two space visibility x2 on defense versus horse x2 on defense vs air



## Khmer Rouge & Pathet Lao Guerrillas

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	Khmer Rouge	2	4	2	2	1	30	Ignore zones of control Ignores city walls Treats all squares as road
	Pathet Lao	2	3	2	2	1	30	Ignore zones of control Ignores city walls Treats all squares as road

## People's Volunteer Army of China



	PVA Infantry	4	6	4	1	1	40	Ignores city walls
	PVA Type 63	6	7	2	2	1	50	
	PVA Type 59	6	10	5	2	2	70	Can attack twice per turn

## Neutral Power

### Cambodia, Prince Norodom Sihanook

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	FANK Inf.	3	3	2	1	1	30	Ignores city walls
	105mm Art. FK	3	8	2	2	2	70	Ignores city walls

## Utility icons

	Unit	Move	Att.	Def.	HP	FP	Cost	Special
	No OPS	0	0	1	2	1	10	SVN/US player may NOT conduct operations in the country
	Air OPS	0	0	1	2	1	10	SVN/US player may only conduct air operations in the country



Full OPS

0

0

1

2

1

10

SVN/US player may  
conduct air and ground  
operations in the country



View

1 [1]

0

1

1






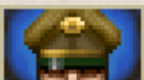







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## B. Appendix: City Improvements and Wonders





### *City Improvement*

Icon	Name	Description	Cost	Up	Buildable
	Presidential Palace (Palace)	The city with this improvement becomes the capital	100	0	Only at set up*
	Military Base (Barracks)	City produces veteran ground units	80	1	
	Newspaper (Temple)	One unhappy citizen becomes content	40	1	
	Marketplace (Marketplace)	Increase tax and luxury rate by 50%	80	1	Only at set up*
	School (Library)	Increase science rate by 50%	80	1	Only at set up*
	Police Station (Courthouse)	Decrease corruption by 50%. Makes city more resistant to bribery	80	1	
	Civil Defense (City Walls)	Defense of ground units in city are tripled	80	0	
	Aqueduct (Aqueduct)	Required for a city to grow beyond size 8	80	2	Only at set up*
	Bank (Bank)	Increase tax and luxury by a further 50%	120	3	Only at set up*
	Logistics (Cathedral)	Makes 3 unhappy citizens content.	120	3	
	University (University)	Increase science by a further 50%	160	3	Only at set up*
	Propaganda Office (Colosseum)	3 unhappy citizens are made content	100	4	
	Factory (Factory)	Increase production by 50%	200	4	Only at set up*

	Sewer System (Sewer System)	Required for a city to grow beyond size 12	120	2	Only at set up*
	Agriculture Institute (Research Lab)	Increase science output by 50%	160	3	
	Fishing Fleet (Harbor)	Ocean squares produce 1 extra food	60	1	
	Shipping Yard (Offshore Platform)	Ocean squares produce 1 extra shield	160	3	-- Optional: not in scenario --
	Air Base (Airport)	City produces veteran air units. Damaged air units are repaired in one turn. Allows airlifting	160	3	
	Regional Defense Forces (Police Station)	Reduces the number of unhappy citizens created by units away from the city by 1 per unit	60	2	
	Port Facility (Port Facility)	City produces veteran naval units. Damaged naval units are repaired in one turn	120	3	
	(Foreign Aid) (Capitalization)	Not a city improvement but shield production is converted directly into cash	600	0	

**Note:** Certain city improvements are flagged as buildable 'Only at set up\*'. These improvements are only given to specific cities during the design phase of the scenario and may not be constructed during the game. If lost when a city is conquered they may not be rebuilt.

## Wonders

Icon	Name	Description	Cost	Buildable
	Lao Dong Party (Hanging Gardens)	Makes 3 content citizens happy in city where it's built, and one content citizen happy in all other friendly cities	200	Already built in Hanoi
	SVN Economy (The Oracle)	Doubles effectiveness of temples	300	Already built in Saigon
	Soviet Military Doctrine (Sun Tzu's War Academy)	All new ground units are veterans. Any existing ground unit that wins a combat is automatically granted veteran status	300	Already built in Hanoi. <i>Activates with NVN Easter Offensive</i>
	Hanoi Industrial Complex (King Richard's Crusade)	Every square in the radius of the city where it is built produces one extra shield.	300	Already built in Hanoi





Ministry of Trade  
(Copernicus  
Observatory)

2 times total science output in city where built

200

Already built in  
Saigon



1st Logistical  
Command  
(Magellan)

Increases the movement of all ships by 2

700



Politburo  
(Shakespeare)

All unhappy citizens in the city are made content

300

Already built in  
Hanoi



Saigon University  
(Isaac Newton's  
College)

Doubles science output of city where it's built

400

Already built in  
Saigon



US Public  
Support  
(J.S. Bach)

Decreases the number of unhappy citizens in  
every friendly city in the continent by two per  
city.

400

Already built in  
Guam



American Aid  
Program  
(Smith's Trading  
Co.)

Pays the maintenance for all city improvements  
with a cost of one coin per turn, others are not  
affected.

400

Already built in  
Saigon



Regional Forces  
(Women's  
Suffrage)

Acts as Police Station in all cities allowing one  
extra unit away from home without unhappiness

600

-- Optional: not in  
scenario --



US Pacific  
Command  
(Cure for Cancer)

One content person becomes happy in every city.

600

Already built in  
Guam

## C. Appendix: Events

American Events									
Action	Broaden the War	Cambodian Invasion	Laotian Invasion	North Vietnam Invasion	Prevent TET Offensive (5)				North Vietnam - Automatic Victory
Build 1 <sup>st</sup> Logistical Command	X								
KIA 1 <sup>st</sup> NLF Front HQ unit	X								
KIA 2 <sup>nd</sup> NLF Front HQ unit	X								
KIA 3 <sup>rd</sup> NLF Front HQ unit	X								
KIA 4 <sup>th</sup> NLF Front HQ unit	X								
Research Cambodian Invasion Tech (1)		X							
Research Laotian Invasion Tech (1)(2)			X						
Research NVN Invasion Tech (1)(3)				X					
Capture Sihanoukville					X				
Capture Phnom Penh					X				
Capture Tchepone					X				
Capture Attapu					X				
NVN captures Saigon(4)									X
NVN captures Hue (4)									X
Minimum required	5 of 5	1 of 1	1 of 1	1 of 1	4 of 4				2 of 2

- (1) Once the SVN/US player has met the prerequisite conditions for receiving the ‘Broaden the War’ advance, the research path for the following ‘technologies’ will open up, i.e. Cambodian Invasion, Laotian Invasion or NVN Invasion. The player is not obligated to research these advances, they merely have the opportunity to do if they so desire.
- (2) The SVN/US player may not research the Laotian Invasion ‘technology’ prior to discovering the ‘Cambodian Invasion’ advance.
- (3) The SVN/US player is not required to research the ‘Cambodian Invasion’ or ‘Laotian Invasion’ advances to develop the ‘NVN Invasion’ technology.
- (4) If during the same turn, North Vietnam controls both Saigon and Hue they are considered to have won an automatic decisive victory and the game ends.
- (5) Failure to prevent the TET Offensive will lead to the “Nixon Electoral Victory” in November 1968.



## D. Appendix: Reinforcements & Homing

US & Allied Scheduled Reinforcements*		
UNIT	Arrival	Assets
<b>1965</b>		
173rd Airborne Regt	May 1965	4 x 173rd Airborne
1&2 Batt/ANZAC Bde	May 1965	2 x ANZAC Inf., 1 x 105mm Art. AZ
4 & 9/3rd Marine Division	June 1965	6 x 3rd Marine, 1 x M-48 Patton, 1 x 105mm Art. US (1)
<b>III Marine Corps HQ</b>	June 1965	1 x 155mm Art. US, 1 x M110 175mm US, 1 x Special Forces, 1 x US UH-1, 1 x CH-47 Chinook
1/101st Airborne Division	-	See US Technological & Improvement Reinforcements section below (note 6)
7/1st Marine Division	August 1965	3 x 1st Marine
1st Infantry Division	August 1965	8 x 1st Infantry, 2 x M113 APC (1 <sup>st</sup> ), 1 x 105mm Art. US
1st Cavalry Division	September 1965	9 x 1st Cavalry, 1 x 105mm Art. US
2 <sup>nd</sup> Korean Marine Bde	September 1965	4 x ROK Marines
1 & Cav/ Korean Capitol Infantry Division	October 1965	6 x ROK CAP Div, 1 x 105mm Art. KR
<b>FIELD FORCE I HQ</b>	November 1965	1 x 155mm Art. US, 1 x M110 175mm US, 1 x 18 <sup>th</sup> Engineers, 1 x Special Forces, 1 x US UH-1, 1 x CH-47 Chinook, 1 x CDIG Striker
River Patrol Force (TF116)	December 1965	1 x MK II PBR
<b>1966</b>		
25th Infantry Division	February 1966	6 x 25th Infantry, 3 x M113 APC (25 <sup>th</sup> ), 1 x M-48 Patton, 1 x 105mm Art. US
1 & 5/1st Marine Division	March 1966	6 x 1st Marine, 1 x M-48 Patton, 1 x 105mm Art. US
<b>FIELD FORCE II HQ</b>	March 1966	1 x 155mm Art. US, 1 x M110 175mm US, 1 x 18 <sup>th</sup> Engineers, 1 x US UH-1, 1 x CH-47 Chinook, 1 x CDIG Striker
River Patrol Force (TF116)	March 1966	1 x MK II PBR
3 Batt/ANZAC Bde	April 1966	1 x ANZAC Inf.
26/ Korean Capitol Infantry Division	April 1966	3 x ROK CAP Div
26th Marine Brigade	August 1966	4 x 26th Marines
4th Infantry Division	-	See US Technological & Improvement Reinforcements section below (note8)
11th Armored Cavalry Regt	-	See US Technological & Improvement Reinforcements section below (note 9)
9 <sup>th</sup> Korean Infantry Division	September 1966	9 x ROK 9th Div, 1 x 105mm Art. KR
196/23rd Infantry Division	-	See US Technological & Improvement Reinforcements section below (note 11)
199th Infantry Brigade	December 1966	4 x 199th Infantry
<b>1967</b>		
9th Infantry Division	January 1967	See US Technological & Improvement Reinforcements section below (note 10)
Cobra/ Thai Panther Infantry Division	September 1967	3 x RTA Inf Div
4 Batt/ANZAC Bde	October 1967	1 x ANZAC Inf., 1 x Centurion
11 & 198/23rd Infantry Division	-	See US Technological & Improvement Reinforcements section below (note 11)
2 & 3/101st Airborne Division	December 1967	6 x 101st Airmobile (2), 1 x 105mm Art. US
<b>1968</b>		
3/82nd Airborne Division	February 1968	3 x 82nd Airborne
1/5th Mechanized Division	July 1968	1 x 5th Infantry, 1 x M113 APC (5 <sup>th</sup> ), 1 x M-48 Patton
<b>XXIV Corps HQ</b>	August 1968	1 x 155mm Art. US, 1 x M110 175mm US, 1 x Special Forces, 1 x US UH-1, 1 x AH-1 Cobra, 1 x CH-47 Chinook
<b>1969</b>		
1 & RTA/ Thai Panther Infantry Division	February 1969	6 x RTA Inf Div, 1 x 105mm Art. TH

- (1) 3 battalions of the 3<sup>rd</sup> Rgt/ 3rd Marine Div start the game situated in the SVN city of Da Nang.
- (2) In 1967, the 101<sup>st</sup> Airborne Division was reorganized as an airmobile unit.

	Free US Technological & Improvement Reinforcements**			
TECHNOLOGY	Preq 1	Preq 2	Assets	
Battle Group I (1)	United States	nil	1 x CVN, 1 x F-4B Phantom, 1 x A-4 Skyhawk, 2 x A-6 Intruder	
Attack Helicopter	Rolling Thunder	1967	3 x AH-1 Cobra (7)	
Strike Aircraft (2)	Attack Helicopter	1971	1 x F-4E Phantom	
Laser Guided Munition	Strike Aircraft	1972	2 x F-111 Aardvark	
WONDER BUILT				
1 <sup>st</sup> Logistical Command (3)	If build Wonder receive		7 x 18 <sup>th</sup> MP, 1 x 18 <sup>th</sup> Engineers	
IMPROVEMENT BUILT				
Port Facility (4)	For first Port Facility built receive		2 x MK II PBR	
Airbase (5)	For first Airbase built receive		1 x F-4C Phantom, 1 x F-105 Thunderchief	
Barracks (6)	For second Training Camp built receive		4 x 101st Airborne	
	Non-free US Technological Reinforcements***			
TECHNOLOGY	Preq 1	Preq 2	Assets	Cost
4 <sup>th</sup> Infantry Division (8)	Infrastructure	1966	7 x 4th Infantry, 2 x M113 APC (4 <sup>th</sup> ), 1 x M-48 Patton, 1 x 105mm Art. US	630
11 <sup>th</sup> Armored Cavalry (9)	Infrastructure	1966	2 x M113 ACAV, 2 x M-551 Sheridan	400
9 <sup>th</sup> Infantry Division (10)	Infrastructure	1967	9 x 9th Infantry, 1 x 105mm Art. US, 1 x MK II PBR, 1 x Special Forces	540
23 <sup>rd</sup> Infantry Division (11)	Infrastructure	1967	11 x 23rd Infantry, 1 x 105mm Art. US	520
Battle Group II (12)	Battle Group I	1967	1 x CVN, 1 x F-4B Phantom, 1 x A-6 Intruder, 2 x A-7 Corsair	600

\*\* The US Technological Reinforcements & Improvement assets are received once the SVN/US player either researches the associated technological advances or builds the corresponding wonder or improvement.

\*\*\* The American administration had to strike a balance in its prosecution of the war, both to control the spiraling costs associated to the conflict and to avoid antagonizing the anti-war movement at home. As such, to reflect this reality, a political and economic cost, in the form of gold payments, gets subtracted from the SVN treasury for increasing the U.S. commitment in South Vietnam beyond a certain point.

Note: the 1966, 1967, 1968, 1971 and 1972 techs are not researched but automatically granted by the event file on the month of January for each corresponding year.

- (1) The SVN/US player starts the game with one carrier battle group composed of the following units:  
1 x CVN, 1 x F-8 Crusader, 2 x A-4 Skyhawk, 1 x A-6 Intruder.
- (2) After researching the 'Strike Aircraft' advance, the SVN/US player will receive up to four F-4E Phantom, at the rate of one Phantom every three turns. The Phantoms are being sent to relieve the aging F-105 Thunderchiefs.
- (3) Building the Wonder increases the movement point factor of all SVN/US naval units by 2 (aka 'Magellan' Wonder).
- (4) After building the first 'Port Facility' improvement, the SVN/US player will receive the 'Naval Advances' technology as a bonus. This advance increases the movement point factor of all naval unit types by 1 (aka the 'Nuclear Power' advance in the base game).



- (5) The SVN/US player starts the game with 2 x F-100 Sabre, 1 x F-105 Thunderchief, 1 x A-1 Skyraider and 1 x B-57 Canberra already stationed in South Vietnam. Note, that the Canberras, due to their advance age, are permanently removed from play, if lost during combat.
- (6) The SVN/US player will receive the 1<sup>st</sup> Brigade of the American 101<sup>st</sup> Airborne division after building the second 'Training Camp' city improvement (the SVN/US player starts with a Camp in the city of Pleiku). Historically the 1<sup>st</sup> Brigade was deployed to Vietnam in July 1965.
- (7) One extra AH-1 Cobra helicopter arrives with the XXIV Corps HQ.
- (8) 630 Gold will be subtracted from the treasury should the SVN/US player decide to deploy the division to Vietnam. Historically the 4<sup>th</sup> Infantry was deployed to Vietnam in September 1966.
- (9) 400 Gold will be subtracted from the treasury should the SVN/US player decide to deploy the regiment to Vietnam. Historically the 11<sup>th</sup> Cavalry was deployed to Vietnam in September 1966.
- (10) 500 Gold will be subtracted from the treasury should the SVN/US player decide to deploy the division to Vietnam. Historically the 9<sup>th</sup> Infantry was deployed to Vietnam in January 1967.
- (11) 520 Gold will be subtracted from the treasury should the SVN/US player decide to deploy the division to Vietnam. Historically the 196/23<sup>rd</sup> Infantry was deployed to Vietnam in October 1966 and the 11 & 198/23<sup>rd</sup> in November 1967.
- (12) 600 Gold will be subtracted from the treasury should the SVN/US player decide to deploy the Battle Group II to Vietnam.

US Maximum Effort Reinforcements****		
UNIT	Arrival	Assets
1 & 2/82nd Airborne Division	MAX EFFORT	6 x 82nd Airborne, 1 x 105mm Art. US
1st US Armored Division	MAX EFFORT + 1	4 x M113 APC OI, 4 x M-48 Patton OI, 1 x M109 155mm OI
27th NG Infantry Brigade (1)	MAX EFFORT + 1	6 x 27th Natl Guard
6th Infantry Division	MAX EFFORT + 2	9 x 6th Infantry, 1 x 105mm Art. US
2 & 3/5th Mechanized Division	MAX EFFORT + 3	3 x 5th Infantry, 3 x M113 APC (5 <sup>th</sup> ), 1 x M-48 Patton, 1 x 155mm Art. US

\*\*\*\* The US Maximum Effort Reinforcements are automatically received within 3 turns if the SVN/US player researches the '**NVN Invasion**' tech which allows for the invasion of North Vietnam.

- (1) For game purposes includes the 69<sup>th</sup> National Guard unit as well

US Westmoreland Escalation Reinforcements*****		
UNIT	Arrival	Assets
1 & 2/82nd Airborne Division	December 1968	6 x 82nd Airborne, 1 x 105mm Art. US
27th NG Infantry Brigade	December 1968	3 x 27th Natl Guard
6th Infantry Division	January 1969	9 x 6th Infantry, 1 x 105mm Art. US
2 & 3/5th Mechanized Division	February 1969	3 x 5th Infantry, 3 x M113 APC (5 <sup>th</sup> ), 1 x M-48 Patton, 1 x 155mm Art. US

\*\*\*\*\* The US Westmoreland Escalation Reinforcements are automatically received, as per the arrival schedule above, if the SVN/US player is granted the '**Johnson Electoral Victory**' tech.

NOTE: The events file precludes the possibility that the SVN/US player might receive both the Maximum Effort and Westmoreland Reinforcements. It is equally possible that the SVN/US player receives neither of these reinforcements; it all depends on how events pan out during the war.

	US Homing	
HQ city	Arrival	Assets
MAR III HQ (1)		5 x M-48 Patton
FF1 HQ (1)		5 x 155mm Art. US
FF2 HQ (1)		4 x M110 175mm US
XXIV HQ (1)		4 x US UH-1
MACV HQ (2)		7 x 18 <sup>th</sup> MP, 4 x Special Forces, 4 x AH-1 Cobra
ART. DIV. HQ (3)		11 x 105mm Art. US (4)(5)

All U.S. units and Allied units are automatically homed by the event file to specific US or Allied HQ cities when they arrive either as reinforcements or replacements on the '**Order of Battle**' map, and as such the SVN/US player should **NEVER** re-home any of these units.

Though typically, all infantry divisional units are assigned to their specific Divisional HQ cities, I had to make compromises when it came to artillery, armored or helicopter unit types. Though The Nameless One's wonderful project increased the total number of units in the game up to 127, I would probably have needed another twenty if I'd wanted to have each divisional unit type represented in the game.

- (1) As per the Homing Chart above, I had to make compromises and have the event file home certain unit types to specific Corps HQ cities.
- (2) The 18<sup>th</sup> Military Police and Special Forces units are automatically homed to MACV HQ city when they arrive both as reinforcements and replacements. They are the only units that can be homed to that city.
- (3) Though each American division is assigned one 105mm Artillery battalion when its main body arrives as reinforcement, the event file homes all the 105 artillery units to the "ART. DIV. HQ" city.